Ultima IV: Quest of the Avatar - Keyboard Commands Quick Reference

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A - Attack - Attempt to engage your foe with the weapon you have readied (Ready a Weapon command); must be followed by the direction of the foe.
B - Board - Board a vessel or mount a horse.
C - Cast - Cast a magic spell; must be followed by the number of the player who wishes to cast it (not needed in combat or in dungeon rooms) and then the first letter of the desired spell. Note: All spells must have reagents mixed in advance of casting.
D - Descend - Climb down ladder to next level of dungeon or building.
E - Enter - Go into such places as villages, towns, castles, dungeons and shrines.
F - Fire - Fire a ship's cannons (once you have boarded); must be followed by a direction. Note: Broadsides only!
G - Get - Chest Attempt to open (and disarm, if trapped) chest; must be followed by the number of the player who wishes to open the chest, except during combat and in dungeon rooms.

Note: It's a good idea to use the player with the highest number of Dexterity points when examining potentially dangerous chests as this lessens the chances of setting off any traps.

H - Hole up and - Set up camp to rest and camp recover from your wounds. Note: This command may be used successfully only with limited frequency.
I - Ignite a Torch - Light a torch for illumination in dungeons. Requires a special item.
J - Jimmy Lock - Use a magic key to unlock a sealed door. Must be followed by the direction of the door that you wish to unlock.
K - Klimb - Climb up a ladder to the next level of a building or dungeon to reach the surface from the topmost level of a dungeon.
L - Locate - Position Requires a special item.
M - Mix - Reagents Prepare material components of spells for later use. Note: You must have reagents mixed ahead of time in order to cast any spells. When asked "Reagent:", type the letter corresponding to the reagents desired and then type Return when you wish to mix them.
N - New Order - Exchanges the position of two players indicated within your party, except for player #1 , for you must lead the party.
O - Open Door - Open a door in the direction indicated.

P - Peer at Gem - Requires a special item.

Q - Quit & Save - Saves the current game status to disk; you may continue after this command or power down the computer.

R - Ready a Weapon - Equip a player with the weapon of your choice (if owned) for use in combat.

S - Search - Search your exact current location for unusual items.

T - Talk - Allows a player to converse with merchants or townsfolk in the direction indicated. (See Special Note below.)

U - Use - Use an item you have found during play by means of the Search command.

V - Volume - Toggles sound effects on or off.

W - Wear Armor - Outfits a player with the armor of your choice (if owned) for defense in combat.

X - Xit - That's (e)xit your current form of transportation and continue on foot.

Y - Yell - Yell "giddyup" or "whoa" to speed up or slow down your horse.

Z - Ztats - Displays the status and attributes of a selected player; if 0 is pressed instead of a player number, this command will display the lists of weapons, armor, items, reagents, and mixtures. The and keys will scroll through these lists,while pressing any other key will return you to game play.

Hawkwind asks: What other path seeks clarity?

*delete as appropriate

Honesty

Thou art a thief and a scoundrel. Thou may not ever become an Avatar!

Thou art not an honest soul. Thou must live a more honest life to be an Avatar!

Thou hast made little progress on the paths of Honesty. Strive to prove thy worth!

Thou dost seem an honest soul. Continued honesty will reward thee!

Thou art truly an honest soul. Seek ye now to reach Elevation!

Compassion

Thou art a cold and cruel brute. Thou should go to prison for thy crimes!

Thou dost kill where there is no need and give too little unto others!

Thou hast not shown thy compassion well. Be more kind unto others!

Thou dost show thy compassion well. Continued good will should be thy guide!

Compassion is a virtue that thou hast shown well. Seek ye now Elevation!

Valor

Thou art a coward, thou dost flee from the hint of danger!

Thou dost not display a great deal of Valor. Thou dost flee before the need!

Thou art not yet a valiant warrior. Fight to defeat evil and prove thyself!

Thou art showing Valor in the face of danger. Strive to become yet more so!
Thou art a truly valiant warrior. Seek ye now Elevation in the virtue of valor!

Justice

Thou art an unjust wretch. Thou are a fulsome meddler!
Thou art cruel and unjust. in time thou will suffer for thy crimes!
Thou hast not proven thyself to be just. Strive to do justice unto all things!
Thou dost seem fair and just. Strive to uphold Justice even more sternly!
Thou art just and fair. Seek ye now the Elevation!

Sacrifice

Thou art a self-serving Tufthunter. Thou deservest not my help, yet I grant it!
Thou dost need to think more of the life of others and less of thy own!
Thy sacrifice is small. Give of thy life's blood so that others may live.
Thou art giving of thyself in some ways. Seek ye now to find yet more!
Thy self-sacrifice is great. Seek now Elevation!

Honor

Thou art a cad and a bounder. Thy presence is an affront. Thou art low as a slug!
Thou dost not fight with honor but with malice and deceit!
Thou dost need to show thyself to be more honorable. The path lies before thee!
Thou dost seem to be Honorable in nature. Seek to bring Honor upon others as well!
Thou hast proven thyself to be Honorable. Seek ye now for the Elevation!

Spirituality

Thy spirit is weak and feeble. Thou dost not strive for Perfection!
Thou dost not take time to care about thy inner being, a must to be an Avatar!
Strive to know and master more of thine inner being. Meditation lights the path!
Thou art doing well on the path to inner sight continue to seek the inner light.
Spirituality is in thy nature. Seek ye now the Elevation!

Humility

Thou art proud and vain. All other virtue in thee is a loss!
Thou art too proud of thy little deeds. Humility is the root of all Virtue!
Thy progress on this path is most uncertain. Without Humility thou art empty!
Thou dost seem a humble soul. Thou art setting strong stones to build virtues upon!
Thy Humility shines bright upon they being. Seek ye now for Elevation!